TEAMS Screen Guide VEHI · 400-S.5

VEHI - Vehicles

This screen is used for entry of vehicles.

VEHI VEHICLES 09/01/00 14:05:21 KIM C FΑ CASE NAME: SOMEONE, JOE M CASE NUMBER: 000003 MONTH: 0700 --OWNER-- VEH CURR MKT AMOUNT PCT PEND YEAR # NAME TYP MAKE MODEL USE VALUE OWED OWN VR DATE CHEVY CITATION 1989 01 JOE S GX 500.00 HC MORE VEHICLES: N NEXT-->

Solid arrow = Mandatory field. Open arrow = Optional Field.

Mandatory Fields ([F1] indicates Online Help is available.)

TYP [F1]

The type code for the vehicle is entered in this field.

MAKE

The make of the vehicle is entered in this freeform field.

MODEL

The model of the vehicle is entered in this freeform field.

YEAR

The year of the vehicle (including century) is entered in this field.

OWNER#

The POA number of the owner of the vehicle is entered in this field.

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VEH USE [F1]

The use code for the vehicle is entered in this field.

CURR MKT VALUE

The current market value of the vehicle is entered in this field.

The means of verification for the vehicle is entered here.

Optional Fields

AMOUNT OWED

This field is used to enter the amount the individual owes on the vehicle.

PCT OWN

This field is not currently being used. Refer to program policy manuals for more information.

PEND DATE

This field is used to pend for verification of the vehicle information. The pending date for the information is entered in the PEND field, along with a verification code. See the process guide on "Pending" for more information.

Display Fields

CASE NAME

The case name (Primary Information person) is displayed.

CASE NUMBER

The TEAMS case number is displayed.

MONTH

The month that was entered on the menu prior to accessing the VEHI screen is displayed. The information shown on VEHI applies only to that benefit month.

Navigation Fields and Keys

MORE VEHICLES	At initial entry this field displays an N. The user can change N to Y to obtain a second screen if there are more than six vehicles to list for an involvement unit. If a second screen is used, this field will display a Y. The user can change Y to N to bypass the second page or to use the NEXT> field.
NEXT>	This field allows the user to access the next desired screen by typing the screen name.
F2	The F2 key returns to the last TEAMS <i>menu</i> that was accessed.
F3	The F3 key returns to the SYSE (System Selection) menu.
F4	The F4 key accesses CASU (Case Summary), which lists the names, POA numbers, participation codes, etc. of all members. Pressing Enter on CASU returns to the original screen.
F10	The F10 key accesses the CANO (Case Notes) screen.
F12	The F12 key clears any new data typed on the screen, as long as Enter has not been pressed.

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